



INTRODUCTION TO MCPP



PURPOSE



- Introduce Everyone to MCPP (overview)
 - Everything Taught Is According to MCWP 5-1
- Breakdown of Schedule
- Introduce Old Dominion Scenario



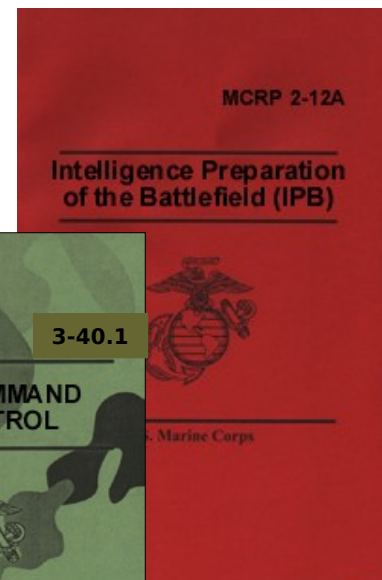
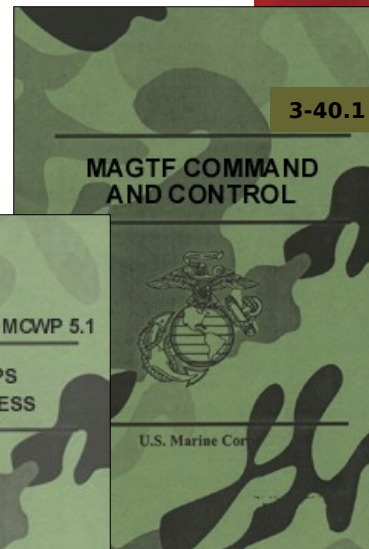
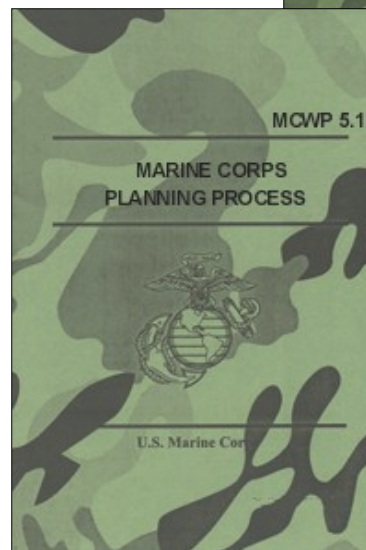
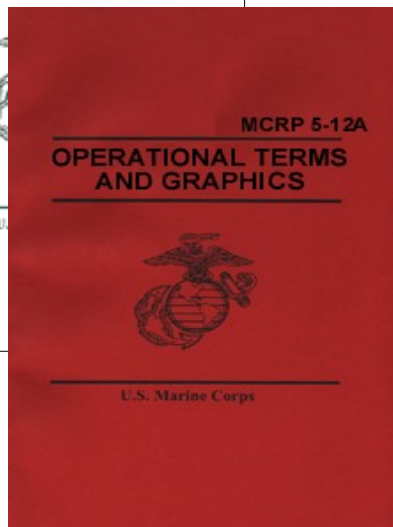
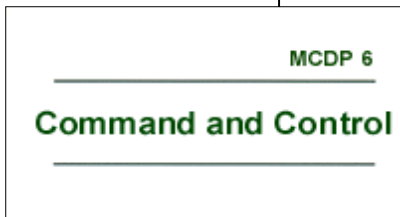
METHODOLOGY



- Seminar-Based Instruction after Readings
- Multiple P.E.s-- Hands-On Time
- Learn the Process and Apply Concepts Discussed in Previous Modules
- Learn how to use Planning Products and Tools



REFERENCES





“It is not genius which reveals to me suddenly and secretly what I should do in circumstances unexpected by others; it is thought and meditation.”

Napoleon

“Planning is everything -- Plans are nothing.”



“Start planning as early as possible and include everyone in the planning process.”

General A.C. Zinni, USMC
(Ret)



PLANNING



"Planning is an essential and significant part of the broader field of command and control. We can even argue that planning constitutes half of command and control..." -- MCDP 5

**Time
and
Uncertainty**



Commander

Options

Decision



PURPOSE OF PLANNING



“Planning is the art of envisioning a desired end state and determining effective ways of achieving that goal.”

Whether done at strategic, operational, or tactical level the key functions of planning are to:

5-1

- **Direct and coordinate actions**
- **Develop a shared situational awareness**
- **Generate common expectations about how actions will evolve and how they will effect the desired outcome**
- **Support the exercise of initiative**
- **Shape the thinking of the planners**



MCP - CHARACTERISTICS



- **Commander's Involvement**
- **Intent-Driven**
- **Integrated Planning**
- **IPB / Wargaming**
- **Supports Decisions**

MSN ANALYSIS

COA DEV

COA WARGAME

COA COMPARE &
DECISION

ORDERS DEV

TRANSITION



MCPP



- Focuses on FUNDAMENTALS! (Mission / Threat / Unity of Command)
- Applies to Command and Staff actions at all levels
- Complements all types of planning
(deliberate planning, crisis planning, amphibious operations planning, etc)



TENETS OF MCPP



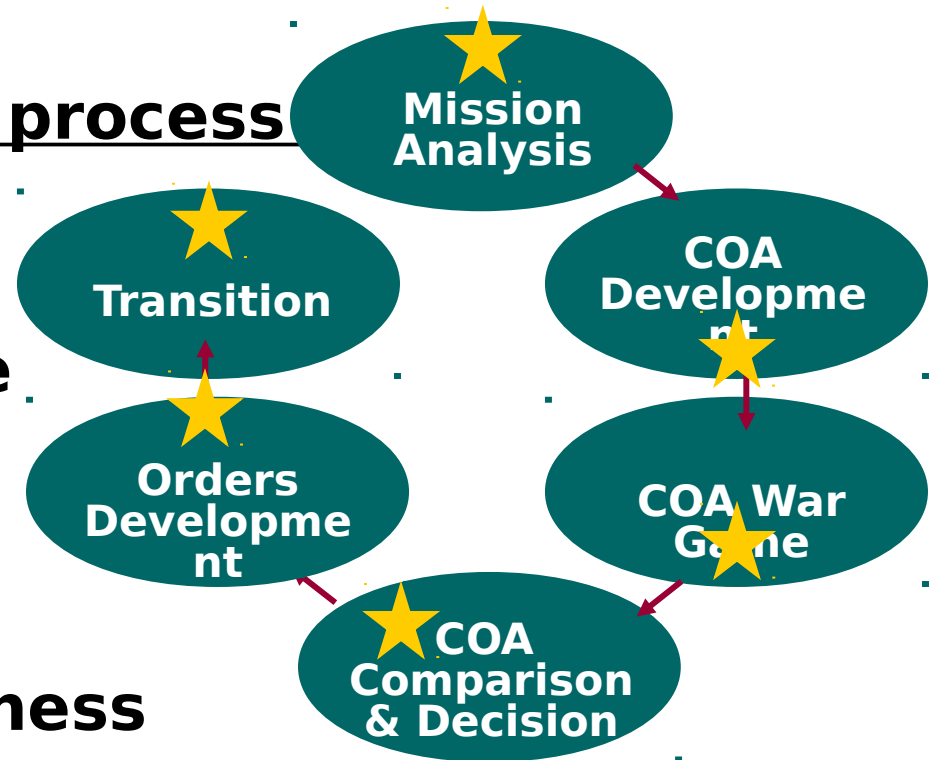
- **Top-Down Planning**
- **Single Battle Concept**
- **Integrated Planning**



TOP-DOWN PLANNING



- Planning is a fundamental responsibility of command
- Commander drives the process
- Keys:
 - Intent
 - Planning guidance
- Commander gains:
 - Knowledge
 - Situational awareness
 - Support for his decision making

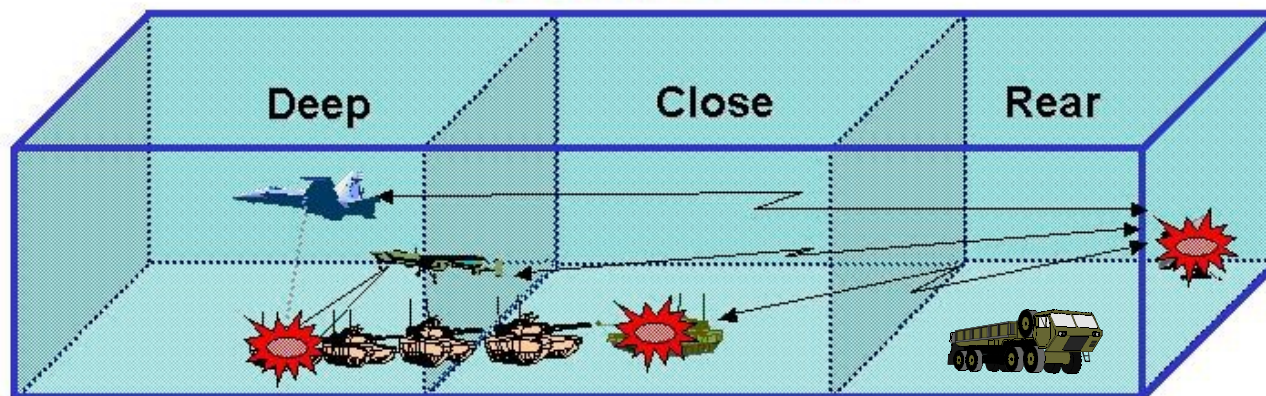




THE SINGLE BATTLE



Single Battle



**Action *anywhere* is related
To action *everywhere***

The Single Battle is the Power of the MAGTF:

- Promotes Unity of Effort
- Centralized planning controls and coordinates efforts of all available forces
- Decentralized execution generates tempo



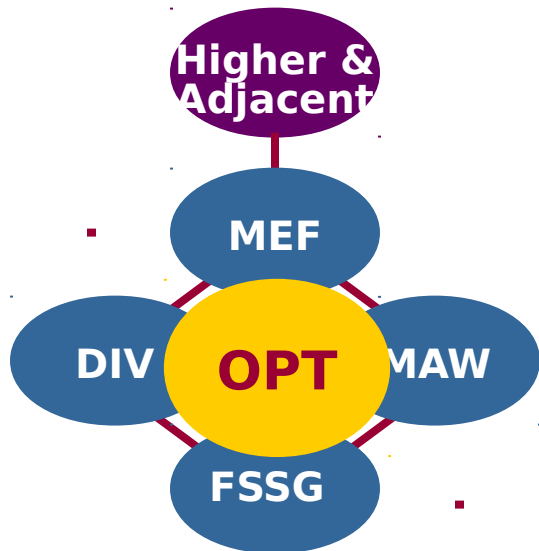
INTEGRATED PLANNING



**INTEGRATED
STAFFS**



**INTEGRATED
WARFIGHTING
FUNCTIONS**



- **Intelligence**
- **Fires**
- **Command and Control**
- **Maneuver**
- **Logistics**
- **Force Protection**

- **Disciplined Approach to Planning**
- **Helps to -**
 - **Reduce Omissions**
 - **Share Information**



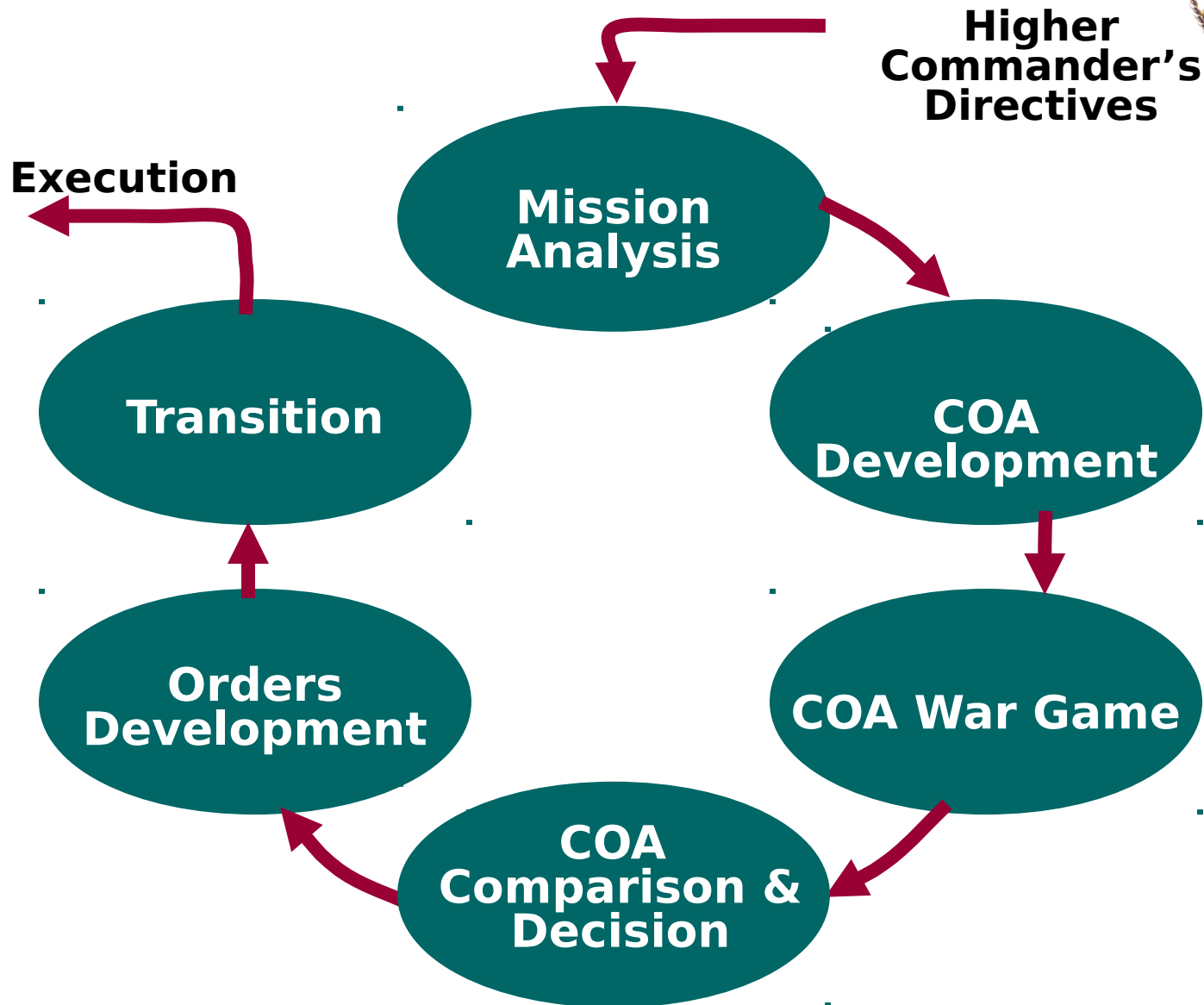
Commander



Staff



MARINE CORPS PLANNING PROCESS





PROCESS COMPARISON



MCPP

MISSION ANALYSIS
COA DEVELOPMENT
COA WAR GAME
COA COMPARISON/ DECISION
ORDERS DEVELOPMENT
TRANSITION

MDMP

RECEIPT OF MISSION
MISSION ANALYSIS
COA DEVELOPMENT
COA ANALYSIS
COA COMPARISON
COA APPROVAL
ORDERS PRODUCTION

JTF

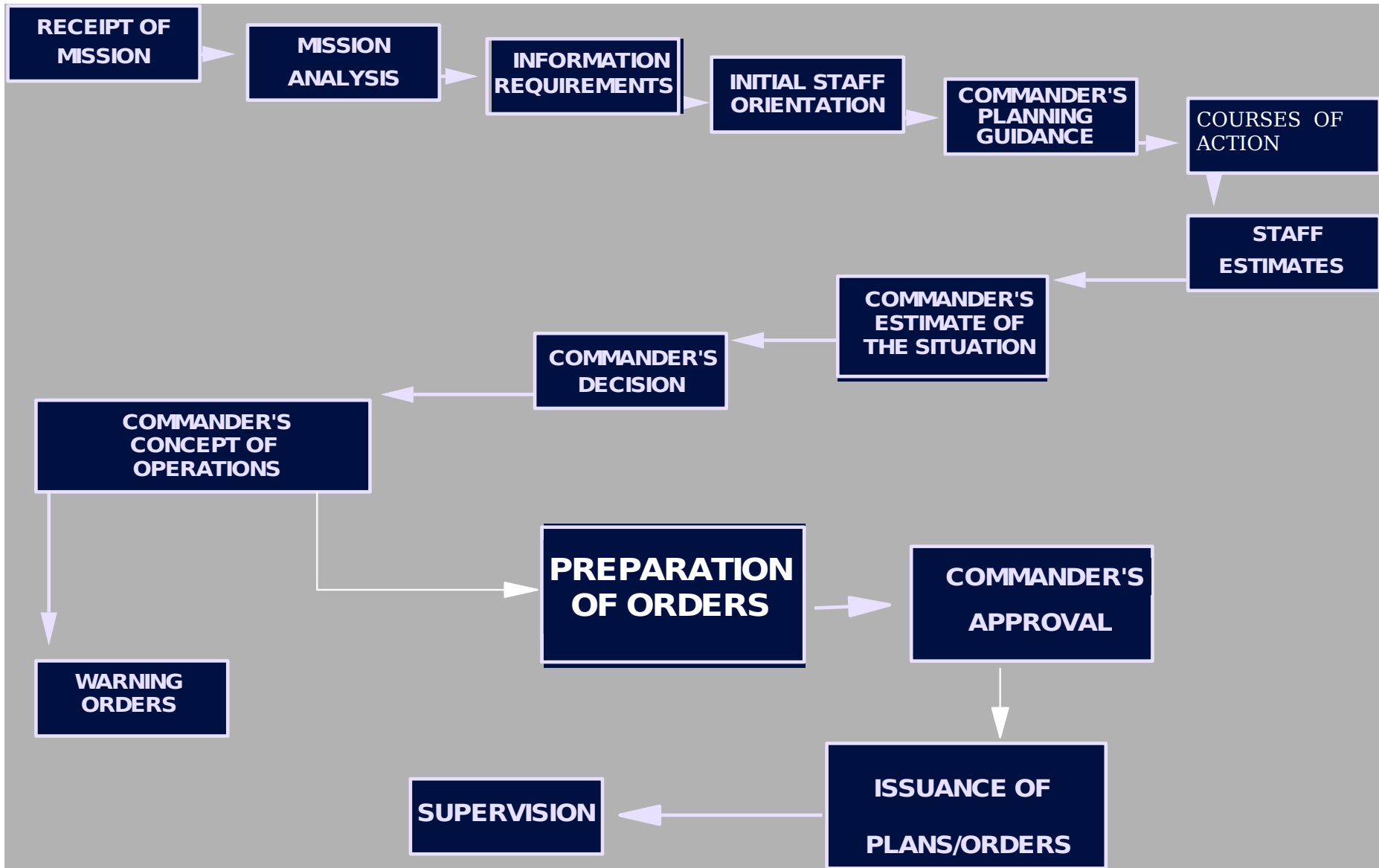
MISSION ANALYSIS
PLANNING GUIDANCE
COA DEVELOPMENT
COA ANALYSIS
COA COMPARISON
COA SELECTION
ORDERS PRODUCTION

JOPEs Crisis Action Planning

SITUATION DEVELOPMENT
CRISIS ASSESSMENT
COA DEVELOPMENT
COA SELECTION
EXECUTION PLANNING
EXECUTION



THE OLD 15 CONCURRENT PLANNING STEPS



RECEIPT OF MISSION

MISSION ANALYSIS

DETERMINE INFO REQMTS

INITIAL STAFF ORIENTATION

INITIAL CONFERENCE

PLANNING DIRECTIVE

CMDR's PLNG GUIDANCE

DEVELOP COA's

CMDR APPROVES COA (s)

STAFF ESTIMATES

CMDR's ESTIMATE/DECISION

CONCEPT OF OPERATION

PREPARE DETAILED PLANS

CMDR's APPROVAL

CMDR AND STAFF SUPERVISION

MISSION ANALYSIS

COA DEVELOPMENT

COA WARGAME

**COA COMPARISON AND
DECISION**

ORDERS DEVELOPMENT

TRANSITION



MISSION ANALYSIS

CONCURRENT STEPS



- ANALYZING WHAT WE NEED TO DO!
 - What must we do?
 - What do we need to do?
 - What do we need?
 - What don't we have?
 - What do we need to disseminate?

MSN ANALYSIS

COA DEV

COA WARGAME

COA COMPARE &
DECISION

ORDERS DEV

TRANSITION



MISSION ANALYSIS



Input:

- **HHQ**
 - *Order*
 - *Intel products*
- **Commander's Orientation**
 - **CBAE**
 - **Battlespace**
 - **Intent**
 - **COG**
 - **CCIR**
 - **Initial Guidance**

Process:

- **Information requirements**
- **Assumptions**
- **Constraints / restraints**
- **Identify tasks**
- **Draft mission statement**

Staff
Estimates

Output:

- **Mission statement**
- **Refined intent**
- **Planning guidance**
- **Warning Order**

IPB



COA DEVELOPMENT

CONCURRENT STEPS



- DEVELOPING A RANGE OF OPTIONS!
 - What do we want to do?
 - How do we want to do it?

MSN ANALYSIS

COA DEV

COA WARGAME

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ORDERS DEV

TRANSITION



COA DEVELOPMENT



Process:

- Develop initial COAs
- **Commander's input**
- COA refinement
 - Graphic & Narrative
- COA criteria
 - Suitable
 - Distinguishable
 - Feasible
 - Acceptable
 - Complete

Input:

- Mission Statement
- **Refined intent**
- **Planning guidance**

Output:

- **Designated COAs for war game**
- **War game guidance**
- **Evaluation criteria**

IPB



COA WARGAME

CONCURRENT STEPS



- EXAMINE OPTIONS THROUGH A WARGAME!
 - What if. . .?
 - Will it work?
 - What will probably happen?

MSN ANALYSIS

COA DEV

COA WARGAME

COA COMPARE &
DECISION

ORDERS DEV

TRANSITION



COA WAR GAME



Process:

- Conduct COA War Game
- Refine estimates
- Refine IPB products
 - DST / DSM
 - HVT / HPT

Input:

- Designated COAs for war game
- War game guidance
- Evaluation criteria

Output:

- Wargamed COAs graphic & narrative
- Information on commander's evaluation criteria

IPB



COA COMPARISON AND DECISION

CONCURRENT STEPS



- IDENTIFY AND SELECT THE COA THAT BEST ACCOMPLISHES THE MISSION!

- How do the COAs stack up against one another?
- What are the advantages and disadvantages?
- What are the risks?

MSN ANALYSIS

COA DEV

COA WARGAME

COA COMPARE &
DECISION

ORDERS DEV

TRANSITION

COA COMPARISON & DECISION



Process:

- Perform COA valuation
- Perform COA Comparison
- **Commander's Decision**
- Prepare CONOPS

Input:

- Wargamed COAs graphic & narrative
- Information on commander's evaluation criteria

Output:

- CONOPS
- *Warning Order*

IPB



ORDERS DEVELOPMENT

CONCURRENT STEPS



- **ARTICULATING THE PLAN!**

- **How can we ensure that the plan is understood?**
- **How can we best direct and focus tasks and activities?**

MSN ANALYSIS

COA DEV

COA WARGAME

COA COMPARE &
DECISION

ORDERS DEV

TRANSITION



ORDERS DEVELOPMENT



Process:

- Prepare OPORD/OPLAN
- Orders reconciliation
- Orders crosswalk
- **Commander's approval**

Input:

- Mission statement
- **Commander's intent**
- Task organization
- CONOPS
- Specified & implied tasks

Output:

- **OPORD/OPLAN**

IPB



TRANSITION

CONCURRENT STEPS



- **MOVING FROM PLANNING TO EXECUTION!**

- How can we ensure we retain the tactical integrity of our plan?

- How can we maintain our tempo?

MSN ANALYSIS

COA DEV

COA WARGAME

COA COMPARE &
DECISION

ORDERS DEV

TRANSITION



TRANSITION



Process:

- Transition brief
- Internal/External
 - Drills
 - **Confirmation brief**

Input:

- ***OPORD/OPLAN***

IPB

Output:

Subordinate commanders and staffs that are prepared to:

- Execute the order & possible branches
- Plan sequels

MARINE CORPS PLANNING PROCESS SUMMARY



- **6 STEPS RATHER THAN 15 STEPS IS *NOT* THE MAJOR DIFFERENCE!**
- **DELIBERATE MODEL**
 - Not “intuitive” versus “deliberate” planning!
 - Planning differs from making decisions!
- **Supports Commander’s Decision Making**



QUESTIONS ?